

TOWNWARS

Town Wars

Towns can go to war with each other. Anyone can fight, but only the mayor declares or makes peace - and everything broken is put back when it ends.

COMMAND
`/townwar`

DECLARES
`mayor only`

BLOCKS RESTORED
`always`

WIN BY
`banner capture`

The one thing to understand first

i Losing a war does not destroy your town

Every block broken during a war is rolled back automatically the moment it ends. You do not keep a crater because you lost a fight, and an attacker cannot use a war as a mining trip - broken blocks drop nothing at all.

What actually moves is money, and what is genuinely at risk is whatever is loose in your chests. Chest contents that get looted are gone for good.

If your town is attacked

- 1 You get a grace period before fighting goes live. This is a warning, not an ambush - use it.
- 2 Move anything irreplaceable out of your chests. That is the only permanent loss on the table.
- 3 Watch for the war banner. The attacker only wins by planting one inside your town and holding it uncontested, so stand near it and the capture stalls.
- 4 Your mayor can offer terms at any point with `/townwar peace propose <town> [$amount]`.

If you are attacking

- 1 Your mayor declares with `/townwar declare <town>`, or proposes a mutual war with `/townwar propose <town>`.
- 2 Break in however you like - blocks drop nothing, so bring your own tools and blocks.
- 3 Plant the banner with `/townwar banner place` and hold it until it captures.
- 4 Pick your fights up, not down. Beating a bigger town pays up to 2.5x; farming a much smaller one pays as little as 0.25x.

Peace is a real option

Being open to war earns your town \$150 a day plus 16 bonus claim blocks. Going peaceful costs \$250 a day and gives those blocks up. Peace is affordable - it is just not free.

Switching to peaceful takes 24 hours to take effect, so you cannot dodge a declaration you can see coming. Opting back in is instant.



Your town cannot be attacked at all if

it is less than 7 days old, or it has fewer than 3 residents, or its mayor has not logged in for 14 days. Small and new towns are simply not valid targets.

What a win is worth

War chest	Both sides stake \$1,000. The winner takes the pot; a draw refunds both.
Spoils	The winner takes 15% of the loser's town bank, capped at \$5,000.
Never broke	Spoils never take a town below \$500.
Ladder	Win +3 (times the underdog multiplier), loss -1, showing up +0.5. Never negative.

Only a banner capture produces a winner. Peace deals and timeouts are draws - no ladder movement, no spoils, antes refunded.

Ladder ranks

Warlord	25+
Conqueror	15+
Warmonger	10+
Veteran	5+
Blooded	1+
Untested	never fought
Peaceful	opted out

Your rank shows in the tab list and on the leaderboard at spawn.

Commands

ANY RESIDENT

/townwar status	Your town's active wars
/townwar policy	Your stance, whether you can be declared on, and your record
/townwar top	The war leaderboard
/townwar banner place	While attacking - plant a war banner

MAYOR ONLY

/townwar declare <town>	Declare war. Costs money, needs no consent
-------------------------	--

<code>/townwar propose <town></code>	Propose a mutual war the other mayor must accept
<code>/townwar accept decline <town></code>	Respond to a war proposal
<code>/townwar peace propose <town> [\$amt]</code>	Offer peace, optionally with money attached
<code>/townwar peace additem <town></code>	Add the item in your hand to your peace offer
<code>/townwar peace accept decline <town></code>	Respond to a peace offer
<code>/townwar optin</code>	Open your town to war - earns the stipend and bonus blocks
<code>/townwar optout</code>	Go peaceful. Takes 24h, and costs a daily tax

Note that cosmetics are switched off for both sides for the duration of a war, including inside your own town.